



PlayStation

®

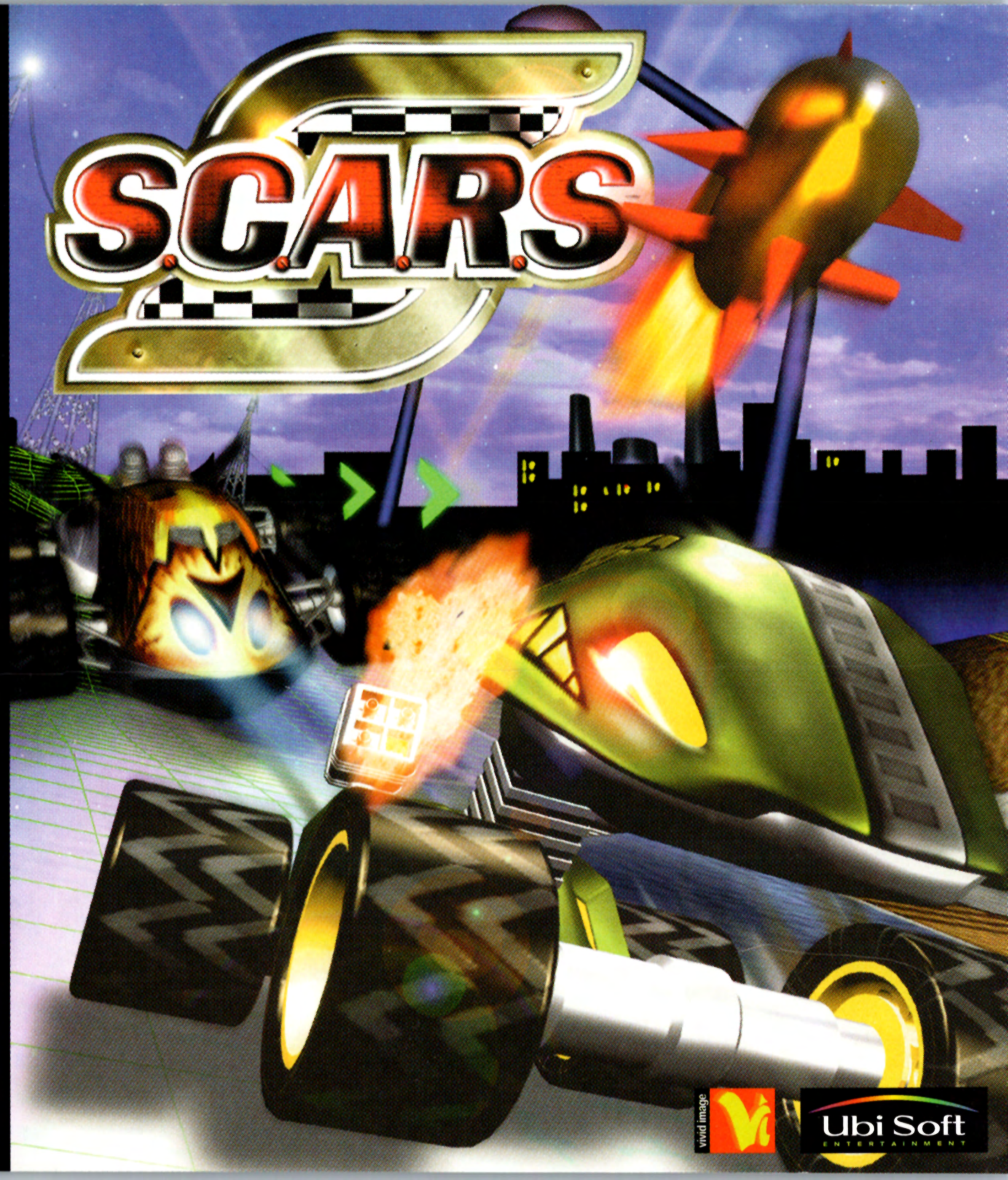
NTSC U/C

PlayStation®



SLUS-00692

# SCARS





**WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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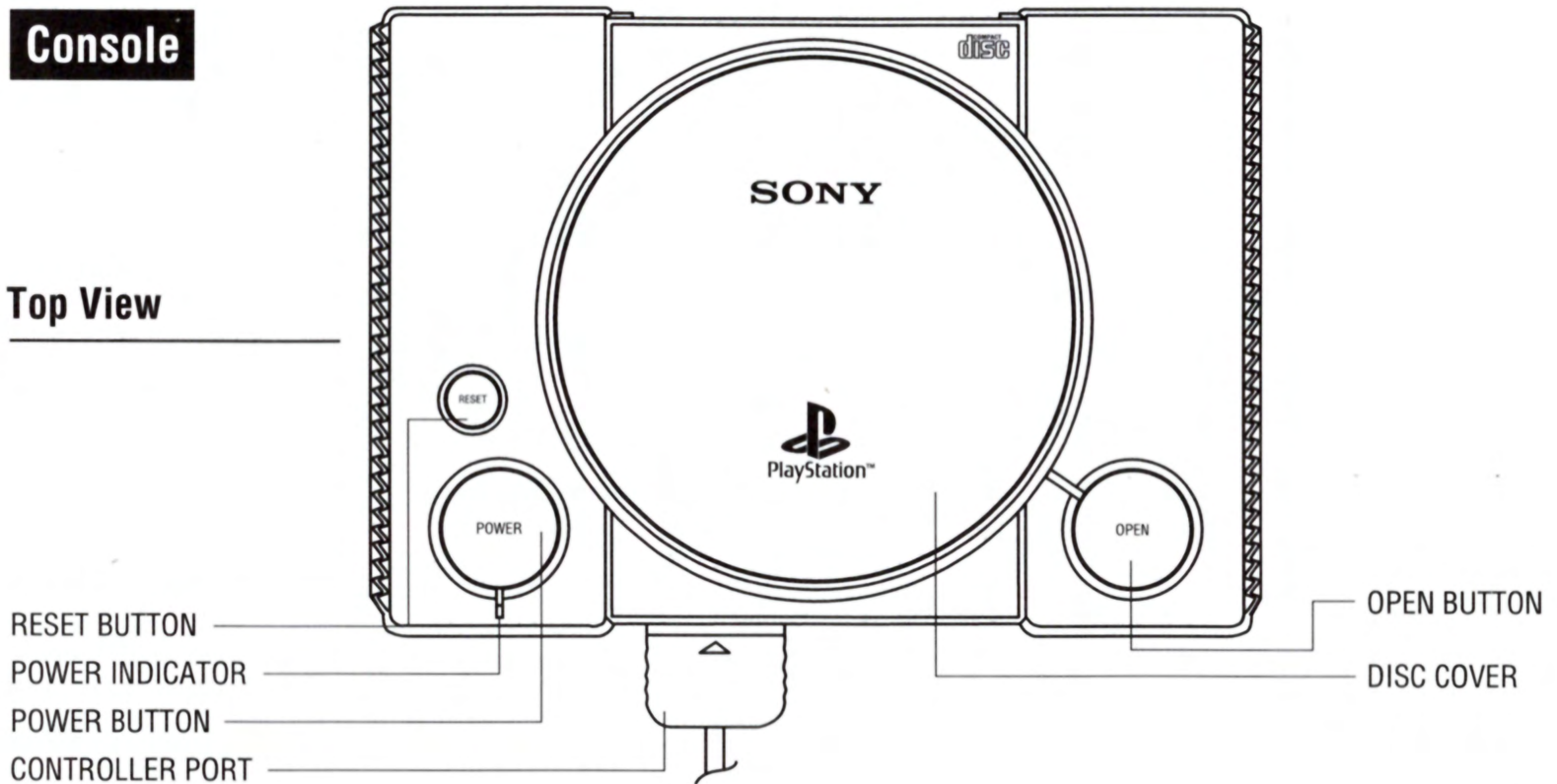
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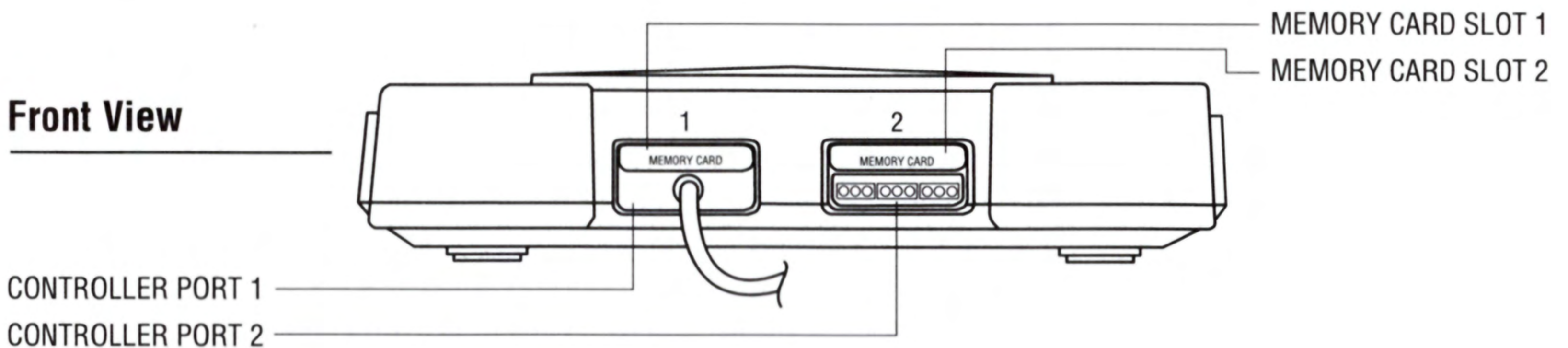
# START UP

## Console

### Top View



### Front View



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the S.C.A.R.S. disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

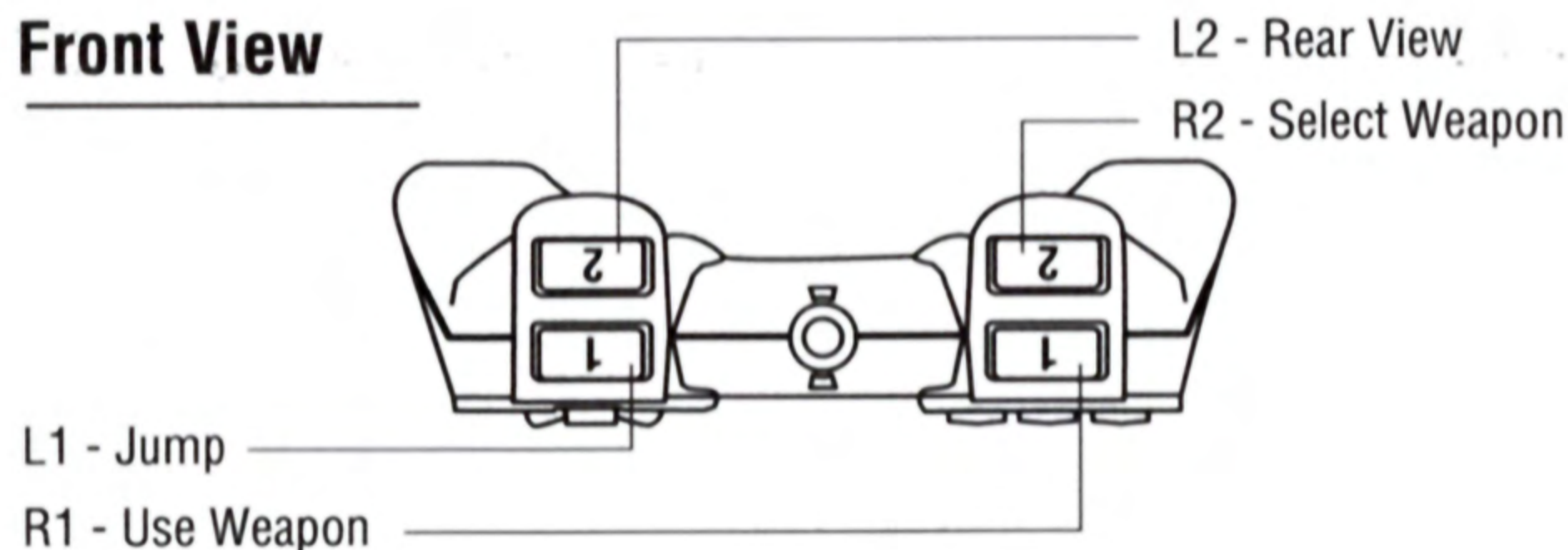


# DEFAULT GAME CONTROLS

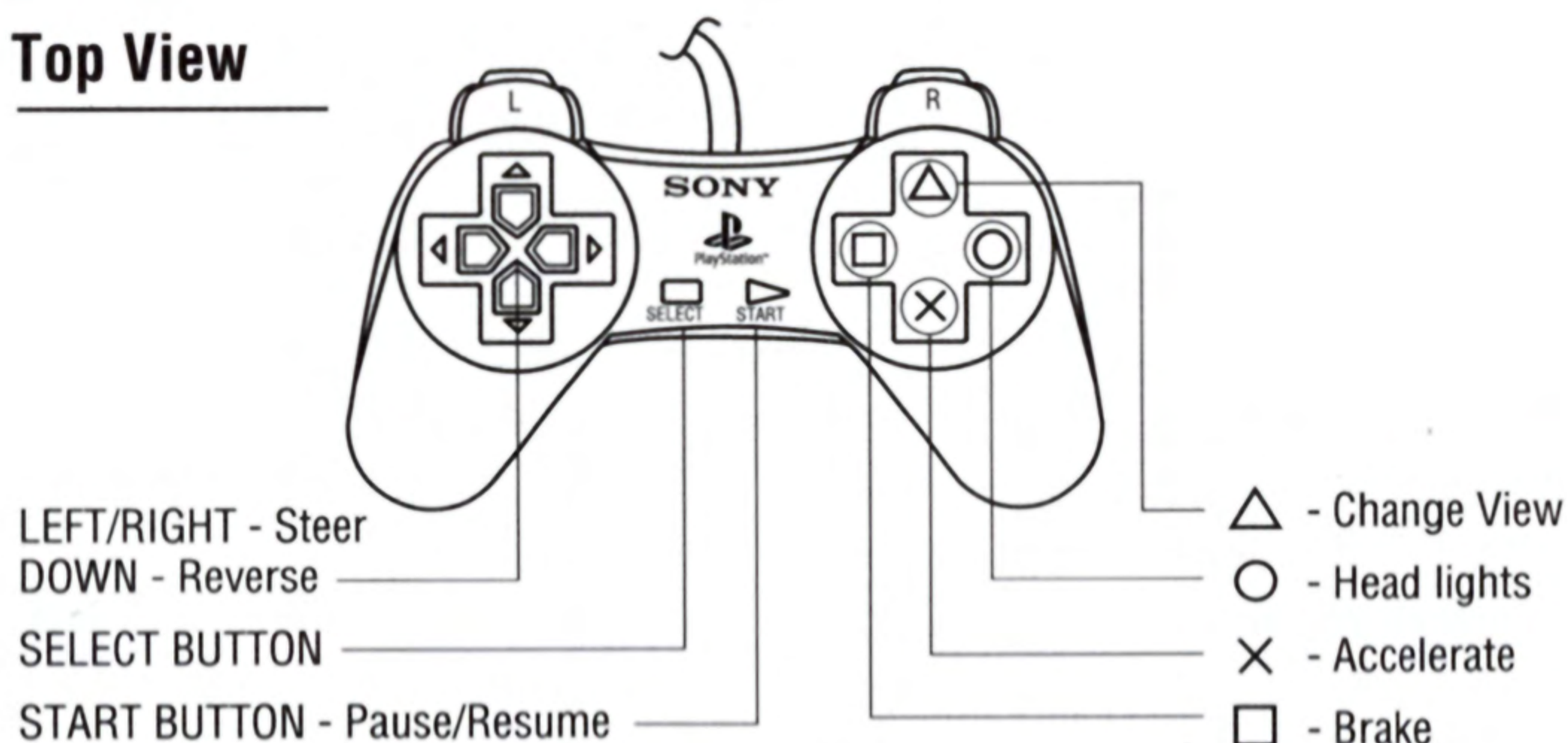
Below are the default Controller configurations. S.C.A.R.S supports the Analog Controller and the Dual Shock™ Analog Controller.

You can turn the vibration effect on or off in the option menu.

## Front View



## Top View



Steer: **Directional button Left / Right**  
Accelerate: **X button**  
Brake: **Square button**  
Jump: **L1**  
Use Weapon **R1**  
Select weapon **R2**

Reverse: **Directional button Down**  
Handbrake **Square button + X button**  
Change View **Triangle Button**  
Rear View **L2**  
Pause/Resume **START Button**  
Head Lights **Circle Button**



## ***THE STORY***

Welcome to Super Computer Animal Racing Simulation, or S.C.A.R.S. The year is 3000 AD, and the world is no longer controlled by humans, but by nine supercomputers whose superior intelligence long ago surpassed their creators. They have acquired many of the characteristics of humankind, including the emotions of fear, hatred, happiness, and even boredom. To combat their apathy, the supercomputers now entertain themselves with the most honorable and dangerous of human customs: Racing. Their drive for victory compels them to build super-sophisticated cars that mimic earth's most fearsome creatures. Each vehicle uses ultra-powerful weapons to pulverize opponents on the many diabolically treacherous courses. Humans can only aspire from afar... As the supercomputers race across world after world, the quest for adrenaline-splashed thrills becomes never-ending. Now victory alone is not enough!

## ***STARTING THE GAME***

Insert the S.C.A.R.S. disc into your PlayStation® game console. Press the Power button. The game will then load. From the S.C.A.R.S Title screen press the START button to get to the Main Menu.

*Please note that if you leave the game standing in the S.C.A.R.S. Title Screen for more than 35 seconds, an automatic demo will start to run. To exit the demo, press the START button then follow the same procedure as before to play the game.*





# MAIN MENU

## Player Select

This screen allows you to select the number of human players. Up to 4 players can play simultaneously on the same screen. Use the Directional buttons Up/Down to highlight the chosen game mode and then press the X or START button to confirm your selection.

3 and 4 player games: PlayStation® Multi Tap is required. The Multi Tap must be inserted into Controller Port 2.

*Warning: It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned on.*



# GAME SELECT MENU

Here you will have 3 modes of play to choose from plus Options

## 1) Grand Prix

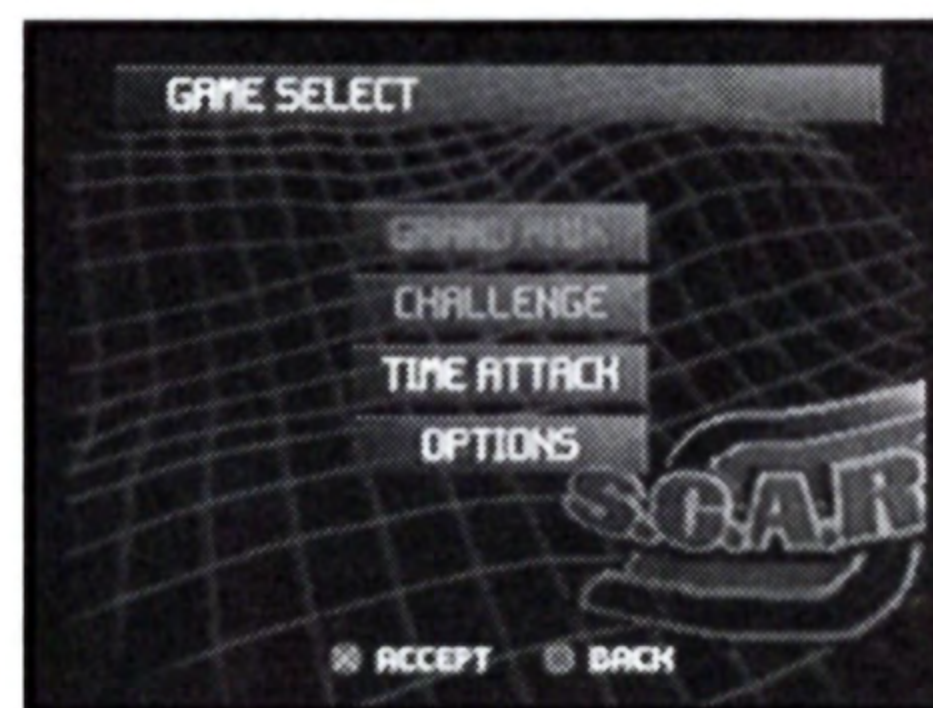
There are 4 Grand Prix Cups (Carbon, Crystal, Diamond and Zenith), plus a Custom Cup.



**Track Order:** In Carbon, Crystal, Diamond and Zenith Cups, track order is predetermined.

**Level of difficulty:** Increases as you progress through each Cup. Difficulty level is Easy for Carbon Cup, Medium for Crystal Cup, Hard for Diamond Cup, and Master for Zenith Cup. In order to progress through the Cups, you have to successfully complete each one in 1st place. For example, Crystal Cup can only be played if the Carbon Cup was completed in 1st place. However, you can make it to the Podium by finishing the Cup in 2nd or 3rd place.

*Please note that you can set the speed of the game in the Options Menu.*





After completing each cup, the player is rewarded with a password. Progress can also be saved on a Memory Card.

**Custom Cup** - Here you can set up a season of races. However, you will only be able to select tracks featured in the Cups that you have access to. For example, if you have successfully completed the Crystal Cup, you will be able to select tracks from the Carbon and Crystal Cups. The difficulty level is automatically set to Medium and the number of laps can be set in the Options Menu.

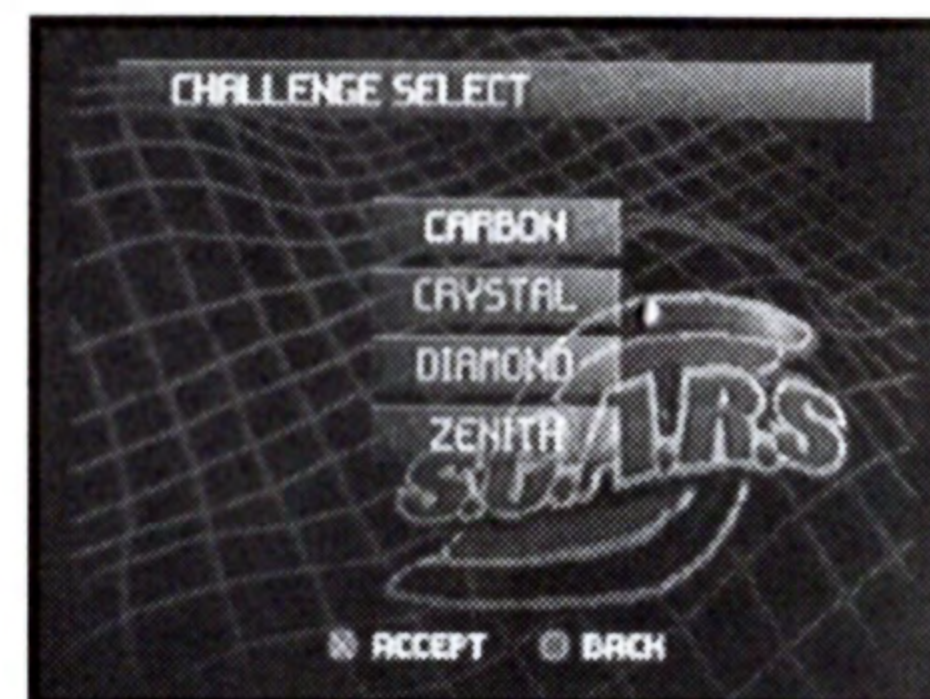
## 2) Challenge Mode (Only available in 1 Player mode)

This mode is only available after you have completed a Cup

Here you race head to head against one CPU opponent. The CPU opponent, the track, the difficulty levels and the number of laps are automatically set. Only by winning the challenge modes do you gain access to hidden cars.

## 3) Time Attack (Ghost Mode) (Only available in 1 Player mode)

Here you can practice with different cars on different tracks to improve your skills and race times. Each subsequent race on the same track will include your ghost car from the previous race so that you can try to beat your own time. Use the Directional button to highlight the chosen game mode and press the X button to confirm your selection.







#### 4) Options

*Settings:* The default options can all be changed to suit your preferences (number of laps, weapons on/off etc). You may access Mirror Mode (only granted after you have successfully completed all of the Cups) through this menu.

*Memory Card:* Please make sure your Memory Card is in Slot 1 and 1 block is available. Then, follow the instructions on screen. You can save your game, including any completed cups, high scores, lap records, options and configurations.

*Important:* Never remove a Memory Card while it is in use. It may damage both the Memory Card and your Console.

*Controller:* Controller configurations may be amended in this screen.

*Records:* See high scores and best lap and race times.





## ***TRACK SELECTION MENU***

This menu is not available if Grand Prix mode is selected.

There are 9 different race courses available in the game (see Tracks) each with a choice of setting: Daytime, Nighttime, Dusk, and Rain. Combined with the Mirror Mode (see Options), this gives a total of 72 different tracks.

Press the Directional button Up/Down to highlight the track you want to choose. Press Right or Left to change the settings. Then press the X button to confirm your selection. Please note that you will only be able to select tracks featured in the Cups that you have access to.

## ***CAR SELECTION MENU***

There are 9 different cars to choose from in S.C.A.R.S. (See Cars)

Each car has 5 features: Speed, Acceleration, Grip, Armor and Weapon

The combination of these characteristics determines the general performance and handling of the cars. You may have to experiment with the different available cars to determine which one best suits your driving skills.

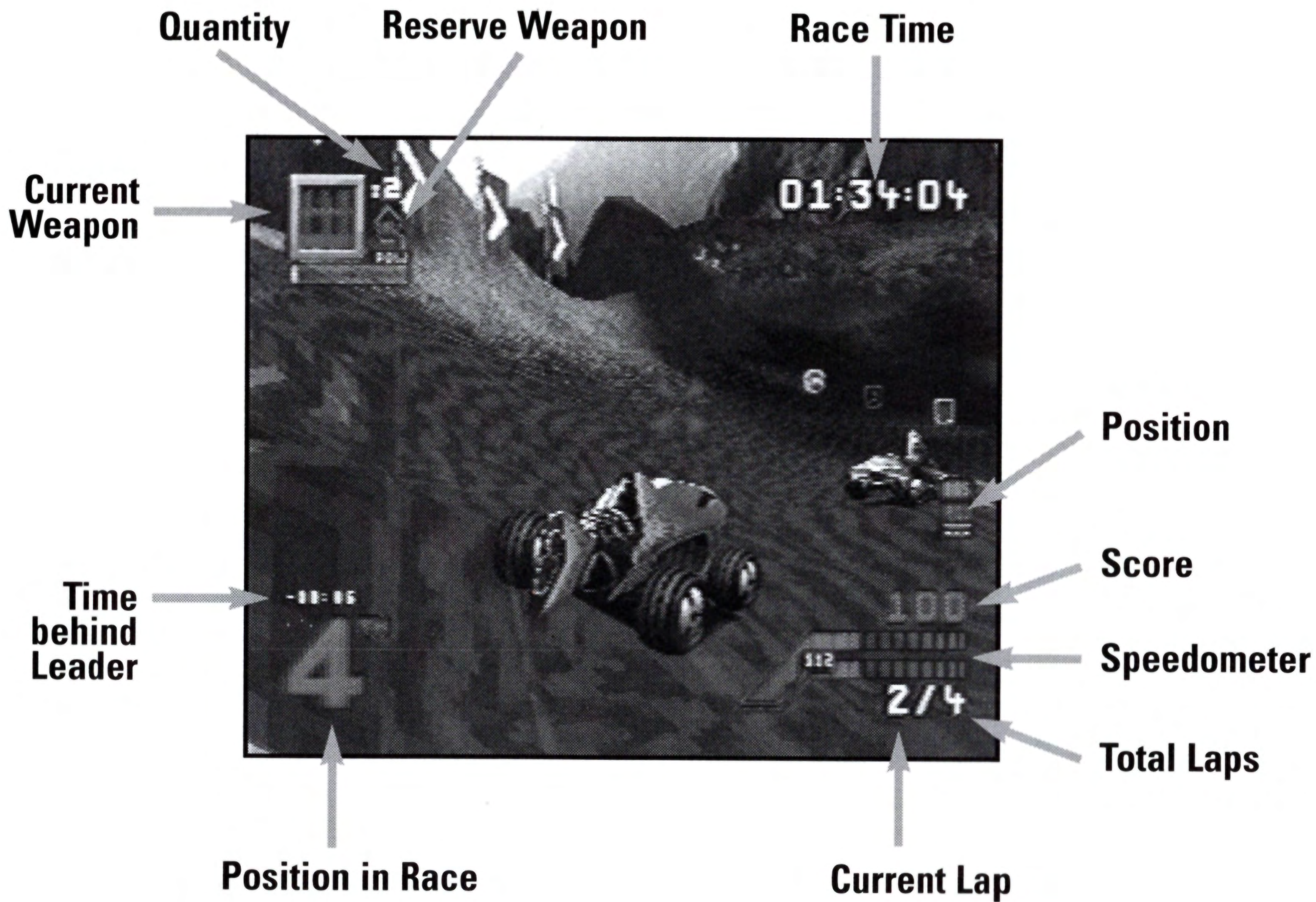
Only 5 of the 9 cars are available at the very beginning of the game. As you progress, you will be able to win new and more powerful cars (See Challenge Mode)

Use the Directional buttons to highlight the car you want to race. Press the X button to confirm the selection.





# GAME SCREEN





## **PLAYBACK**

The Playback function is only available in 1 Player Grand Prix Mode.

There are 2 playback modes: Follow Car and Panning Camera.

**X Button:** Change Playback Mode

The following functions are only available in Follow Car mode:

**Directional button Up/Down:** Change Car to follow

**Directional button Left/Right:** Rotate camera around the car

**Square Button:** Reset Camera behind the car

**START:** Pause/Resume

*Note: You can also change the View Mode by selecting the Triangle button in Follow Car mode.*

## **WEAPONS AND PICKUPS**

If you just want to race, you may switch off the weapons function in the Options Settings Menu. The weapons are automatically disabled in Practice mode. You can set the speed of the game in the Options Settings Menu.

The weapons must be picked up from the track by driving over them and will be available to all the cars/players. You can collect as many weapons as you like throughout the game, but you are limited to holding 2 weapons at any one time.

Pressing R1 fires the weapons. Weapons/Pick Ups can be fired immediately or can be charged up first. While the Weapon button (R1) is held down the weapon will be charged. Each weapon will have a different charge up time and the more you charge up your weapon, the more powerful it will be.



Weapons are fired forwards by default, but you may launch them backwards by pressing the Directional button Down while firing.



**Turbo:** Short burst of speed; up to 3 bursts if not charged or a single very fast burst if fully charged.



**Magnet:** When launched, the magnet will land on the track and create a magnetic pull around it. It will pull the car towards it and hold it for a while. *Short charge:* short pulling range. *Full charge:* Long distance pulling range. Bullets can destroy this weapon.



**Seeker:** Long range weapon. It will traverse the track with the flow map until it hits a car in front. A Charged one will travel further. Bullets can destroy this weapon.



**Boomerang:** When active it will circle around your car, and when there is a car in range, it will home in on the target and come back to your car. It will have a certain number of hits.



**Time Bomb:** This weapon activates as soon as it is picked up. It will attach itself to your car and explode after the countdown has finished! You may try to give it to an opponent car by using the Weapon Button (R1) before it explodes, but there must be an opponent nearby!



**Stinger:** This will cause a puncture and put your car out of control. You can drop 1 at a time or 3 together by charging up. Bullets can destroy this weapon.



**Stopper:** It will rebound the cars on impact backwards. *Type1:* Long life short energy. *Type2:* Short life long energy (this one will take multiple collisions to destroy it). Bullets can destroy this weapon.



**Round of Bullets:** This will give the player bullets that fire straight ahead. Once hit, the target car will be jolted and slowed down. The player can fire 4 small or 1 to 2 big bullets.



**Shield:** This is a defensive weapon. It will shield your car for a while. No charge level.



## BONUSES

The player will receive bonus points during a race for the following things:

- Aggressiveness (causing the most damage to other cars)
- Fastest lap
- Lapping other cars
- Perfect bonus (finishing a race without sustaining any damage)

## TRACKS



**Aztec:** A journey into the past in the beautiful remnants of the Aztec civilization. There will be no time for sightseeing if you want to finish in first place. Experience different road surfaces and adapt quickly to sudden changes in the environment.



**Island:** This simple track is set in the (almost!) untouched setting of a small desert island. Look for the ideal trajectory on the sandy route and you will win the race. Alternative routes could prove useful!



**Rally:** A lovely countryside track with a huge tarmac road. But some blind turns will require your utmost vigilance! On this road you will have to use your brake, handbrake and acceleration power to find the right balance between the trajectory and speed.



**Water:** The tribute to Jean-Jacques Cousteau... A track where you might like to spend more time watching the flora and fauna, rather than race fiercely on a sandy route. A challenging mix of narrow underwater roads with sharp turns, where expert driving skill is required and you will be given a huge selection of weapon pick-ups.





**Ski:** How about some winter sun? Take a riotous race on the fresh snow. This track, set in the mountains, has large roads and many varying levels of difficulty. An easy track for those who like long skid turns - a nightmare for those who don't!



**Canyon:** The poor lonesome cowboy is no longer alone! You will have to be bold to defeat your opponents and finish this race in the first position. This deserted landscape bathed under a burning sun has a multitude of alternative routes. But choose wisely if you want to win.



**Mountain:** Extraterrestrial Biological Entities have been located in this area! Use caution not to let the mutant aliens distract you from your main objective. This track begins on a concrete runway, but the main part of the race will be off-road. Watch out for nasty sharp turns that suddenly creep up on you. Clean trajectory is the key to winning this race.



**Blade:** The industrial age reveals its power and limits. This treacherous track is set in a dark ancient polluted city. You will be faced with 90-degree turns that require extreme skill. If you like fresh air and big open spaces, you will not be happy here so it would be best to finish this one quickly.



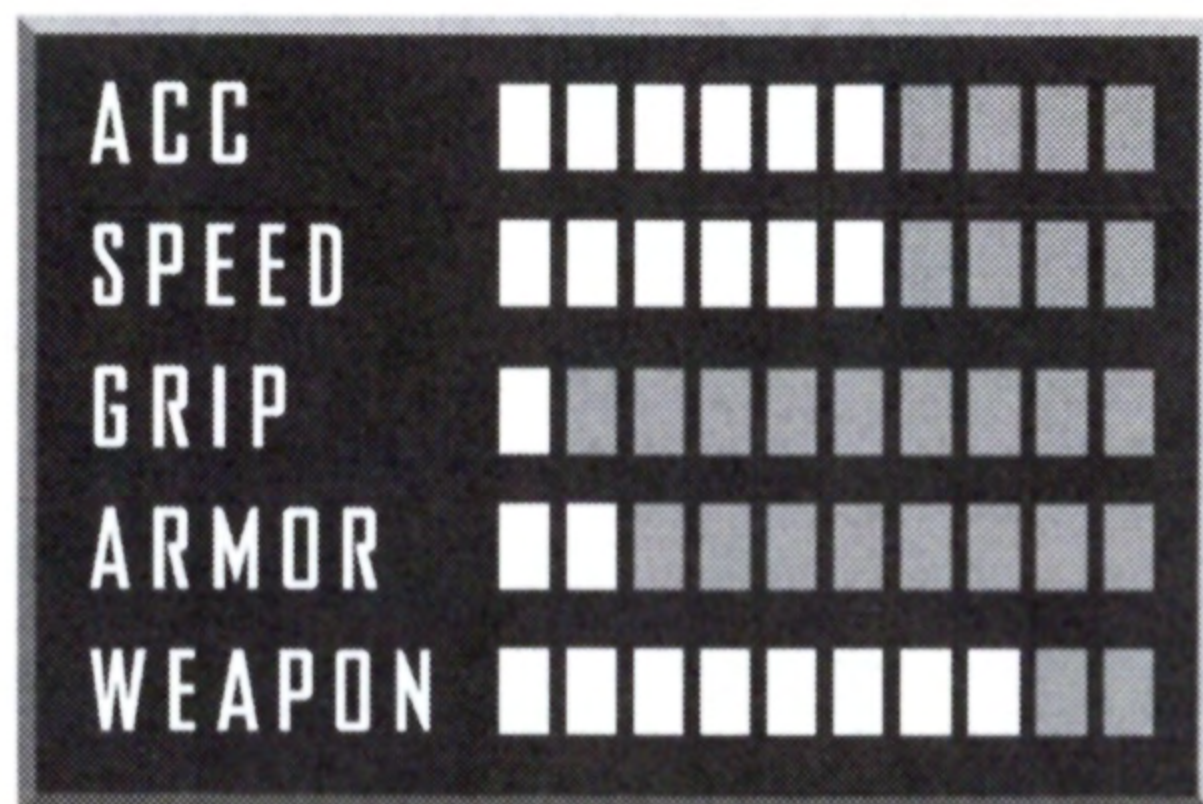
**Pipe:** This is the most difficult and cunning track. You will only gain access to this elite zone if you prove to be the king of S.C.A.R.S! It will only become available after you have completed the first three Cups!



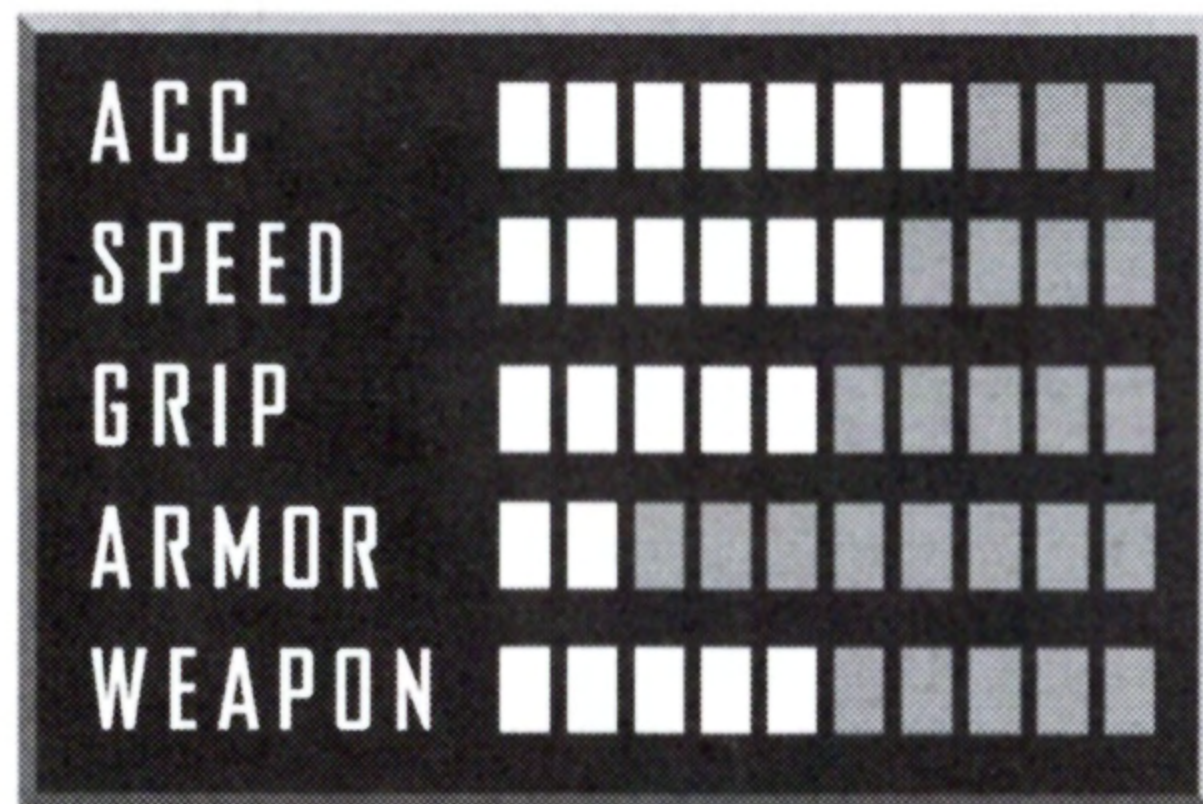




## TIGER SHARK



## MANTIS V-TWIN





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<i>Special Thanks</i>	Vera Shah & Sophie Champalaune International Marketing and all the Ubi Soft subsidiaries around the World



## **WARRANTY**

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# RAYMAN 2

## THE GREAT ESCAPE



COMING IN 1999

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